

The Cross-GUI Handbook for Multiplatform User Interface Design. By Aaron Marcus, Nick Smilonich and Lynne Thompson. Addison-Wesley Publishing Company, Reading, MA. (1995). 276 pages. \$36.95.

Contents:

Preface. Acknowledgments. 1. Design principles. 2. Desktop. 3. Windows. 4. Menus. 5. Controls. 6. Dialog boxes. 7. Interaction and feedback. Appendix A. Comparison of windowing system. Component terminology. Appendix B. Comparison of windowing system. Components—Graphical representations. Selected bibliography. Index. About the authors.

Computer-Related Risks. By Peter G. Neumann. ACM Press, New York/Addison-Wesley Publishing Company, Reading, MA. (1995). 367 pages. \$22.95.

Contents:

Preface. 1. The nature of risks. 2. Reliability and safety problems. 3. Security vulnerabilities. 4. Causes and effects. 5. Security and integrity problems. 6. Threats to privacy and well-being. 7. A system-oriented perspective. 8. A human-oriented perspective. 9. Implications and conclusions. Epilogue. Appendix A. Background materials. Notes. References. Glossary. Index.

Foundations of Computing: System Development with Set Theory and Logic. By Thierry Scheurer. Addison-Wesley Publishing Company, Wokingham, England. (1994). 668 pages. \$42.95.

Contents:

Preface. List of symbols. Part 1. Overview. Prologue. 1. A view of system development. Part 2. Set theory and induction. 2. Sets and basic set operations. 3. Relations and functions. 4. Induction and recursion. Part 3. Symbolic logic. 5. Introduction to symbolic logic. 6. Propositional logic. 7. First-order predicate logic. 8. Formal deduction in first-order logic. 9. Formal proofs in set theory. Part 4. Feature notation, lists and trees. 10. Complex models and feature notation. 11. Families and lists. 12. Forests and trees. Part 5. Application case studies. 13. Introduction to application case studies. 14. An evolving set model. 15. An evolving dictionary model. 16. A tree edicot (TEd). 17. A general resource allocation model (ResAll). References. Index.

Neurocomputers: An Overview of Neural Networks in VLSI. By Manfred Glesner and Werner Pöschmüller. Chapman & Hall, London. (1994). 281 pages. \$59.95.

Contents:

Preface. 1. Introduction. 2. Categorization of neural network hardware. 3. Nervous systems and their simulation. 4. Digital VLSI building blocks. 5. Analog building blocks. 6. Optoelectronic and optical building blocks. 7. Digital neurocomputers. 8. Analog and mixed analog/digital neurocomputers. 9. Optoelectronic and optical neurocomputers. References. Index.

Computer-Aided Verification of Coordinating Processes: The Automata-Theoretic Approach. By Robert P. Kurshan. Princeton University Press, Princeton, NJ. (1994). 270 pages. \$49.50 (cloth), £35.

Contents:

Preface. 1. Introduction. 2. Boolean algebra. 3. L -matrix. 4. L -language. 5. String acceptors. 6. ω -theory: L -automaton/ L -process. 7. The selection/resolution model. 8. Reduction of verification. 9. Structural induction. 10. Binary decision diagrams. Appendices. Bibliography. Glossary. Index.

The Future of Software. Edited by Derek Leebaert. MIT Press, Cambridge, MA. (1995). 300 pages. \$24.95.

Contents:

Foreword by Joshua Lederberg. Acknowledgements. News from the frontiers. Derek Leebaert. I. Awakening possibilities. Denos C. Gazis. Is any of this relevant? David Vaskevitch. The keys to the highway. Peter F. Conklin and Eric Newcomer. II. New kinds of possibility. The prairie school: The future of workgroup computing. Deborah K. Louis and L. Alexander Morrow. Software without borders: Applications that collaborate. David Williams and Timothy O'Brien. The fall of software's aristocracy: Realizing the potential of development. Scott Brown. Naturalware: Natural-language and human-intelligence capabilities. Gustave Essig. III. On the knowledge frontier. Where's the "Walkman" in Japan's software future? Edward A. Feigenbaum. Property of the mind: Software and the law. Jeffrey P. Cunard. Knowledge and the new magnitudes of connection. Derek Leebaert and William B. Welty. About the authors. Index.

Existential Cognition: Computational Minds in the World. By Ron McClamrock. University of Chicago Press, Chicago. (1995). 205 pages. \$28.95 (cloth), £23.25.

Contents:

Acknowledgments. Introduction. Part 1. Intertheoretic Considerations. 1. Autonomy and implementation. 2. Context, taxonomy, and mechanism. 3. Picking levels. Part 2. Bounding and embedding. 4. The frame problems. 5. Boundedness and contingency. 6. Exploiting the environment. Part 3. Minds in the world. 7. Interactive decomposition. 8. Embedded language. 9. Interactive perception. Part 4. Philosophical implications. 10. Intentionality and its objects. 11. The autonomy of subjectivity. 12. Existential cognition. References. Index.